

JOURNEY'S END

ACT ONE: RALEIGH

OSBORNE sits up to the table and examines the map. Voices come from the trench above; a gruff voice says: "This is 'C' Company 'Eadquarters, sir."

A Boyish voice replies: "Oh, thanks."

There is a pause, then the gruff voice says: "Better go down, sir."
The boyish voice replies: "Yes. Righto."

AN OFFICER comes groping down the steps and stands in the candlelight. He looks round, a little bewildered. He is a well-built, healthy-looking boy of about eighteen, with the very new uniform of a 2nd lieutenant.

OSBORNE looks up from the trench map, surprised and interested to see a stranger.

Raleigh is clearly very young and inexperienced. He is helped to settle in and understand how to get by in the trenches by Osborne who gives Raleigh advice.

Find examples of the ways in which Osborne helps Raleigh. For each example, state what it is that Raleigh does wrong, how Osborne corrects him and copy out the quotation to provide evidence.

Example: When Raleigh first enters, he is so eager to please that when Osborne says, "Sit down, won't you?" He does so without taking his pack off his back and needs to be told to do so by Osborne: "I should take your pack off."

In the same way as the example, find the other ten instances where Osborne helps Raleigh between pages ten and fifteen.